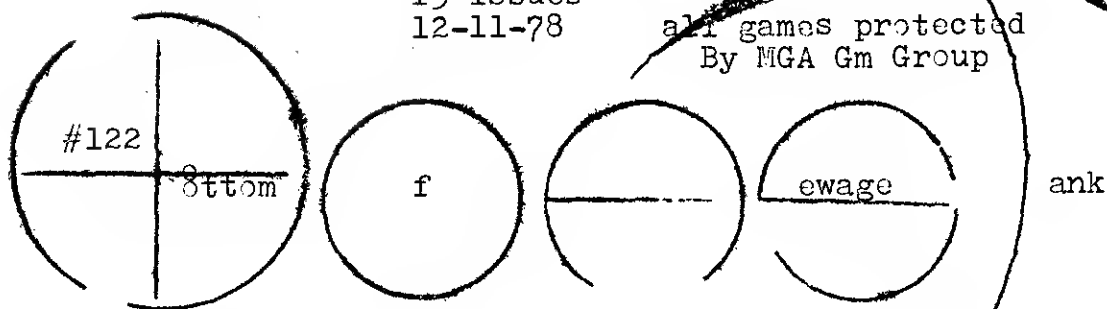


Games:
77HD
77CO
77IV
BXXIV
BXXV
BXXVI

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13 issues
12-11-78

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BXXV Fall 1903
France Giving valiant Fight
Turkey on Defense, Russia
holds on to St Peterburg.

England(Reese) A Bel S A
Pic: A Pic S F Eng-Bre: F Mid-
Por: F Nwy S German F Bot-StPsc:
F Eng-Bre:

France(Michal) A Par S F
Bre: A Bur-Bel: F Gas-Mid:
F Bre S F Gas-Mid:

Germany(Payne) A Bur R Mun:
A Ruh-Bur: A Mun S A Ruh-Bur:
A Sil-War: A Pru S A Sil-War:
F Swe-Bal: F Bot-Stpsc:

Russia(Blasland) F Bot R Liv:
F Liv S A Fin-StP: A Fin-StP:
A War S F Liv: A Rum S F Sev:
F Sev S A Rum:

Turkey(Shields) A B ul RCon
F Smy H: A A_m S F Smy: A Con-Bul
F Bla S A Con -Bul:

Italy(Schilling) A NafH:
A Mar S Eng F Mid-Spanc: F Syr-
Smy: F Eas S F Syr-Smy:

Austria(Richmond) F Aeg
S A Gre-Bul: A Gre-Bul:
A Bul-Rum A Ser & Bud S A Bul-
Ru m: See Page 3 for more.

77IV Fall 1906

The world still has the blues

France(McMan us) A Rum-Bul:
A Ukr-Rum: A Gal S A Ukr-Rum:
A Gal S A Ukr-Rum: F Aeg-S Itlain
F Con-Smy: F Tyr-Tun: F Nap-Tyr
A Rom-Nap: F Lyo-Wes: A Tus H
A Boh: A Bur H

England(Rowell) A Mos-Sev:
A Prus-War: A StP-Mos: A Liv S
A Pru-War: A Kie-Oru: F Bal C A
Kie-Pru: A Yor-Hol: F Nth C
A Yor-Hol: F Bot-Swe: F Nrg H:

Italy(Rich) F Con-Bulsc:

Turkey(Verhieden) F Ank
S F Smy-Con: F CON-aeg NSU
F Gre H:

The underlined moves fail:

Austria(Davis) A Ser S
French A Rum-Bul: A Bud S A Ser:
A AlbGre: A Tri-Ven:

Supplies
Aus: Tri, bud, ser, ven, vie 5+1
Eng: lon, liv, edi, hol, nwy, kie, berstp
swe, den, sev, mos, war 13+3
Fra: mar, par, bre, par, spa, mun, bel, rom
nap, tun, bul, rum 12+ 1
Ita O ou Russ Oout
Tur: ank, smy, gre, con 4+1
Deadline is the 10-12 78 at noon
for spring and win ter

Well folks this is another issue of BOAST. Please note that the next issue of this fine zine will come out the week after Winter Con in Detroit, Dec 10 at noon. and then there will be an issue on the 31st of Dec and then it will be the 28th of Jan and a four week deadline will start for us here. Please make note of this. This should allow me to put out a better issue etc. No Press this time, that is too bad-- so we go to the news.

A couple of weekends ago I went to Rock Con in Rockford Ill, my wife and myself had a good time. The con was held in the Ramada Inn there and there was some disorganization at first, but it settled down to be a nice con. There were about 300 people in attendance there along with about 6-7 dealers. The quarters were a little crowded though most of that was on the motel's fault as they were not prepared like they should have been. The quarters for this con were good and the lodging rather high but well worth it. All in all we are looking for next years con.

Winter con at Oakland U is shaping up to be almost as big a Orgins was. Run by the same group I'm sure that you will find that is this con will be another really good con. If you don't believe me you can ask me. What more is needed for this con ?????? Dates Dec 1-3 Hope to see you all there.

Winter War V in Chap'aign will be coming up very soon as well, TGjis con has plenty of help from the people at GDW and many things that make for a good con. Around the 20th of the month of Jan. This should be with some very good things going for it. They are a growing Con and only the weather will hurt this con.

The Emperor's Birthday party is another good con they have moved again this time to bigger and better site at a Holiday Inn in Elhart. This con is in February and it is a good con with lots of mini's being played all the time around this place. They have some of the freindiest people playing here of any con that I have gone to.

Then in Late March or early April there is Game Fair IV or so. This is another good area con and if you live out this way I would say that it will be well worth the wait to go to this con. I might suggest that you attend this con I'm sure that they will be coming up with some good things this year.

Let us not forget get about good old Ohio. They will more than likely have CAP CON about Mid April. Last years was good and this years should be better. Thus before we hit the summer time there will be quite a few cons in the y Mid west. If you have the chance I hope that you will be able to make 1 or more of these cons.

Here are some COA's

Mark Rowell, 987 N Rengstovff, Moutain View, CA 94043

Jim Mcmanus 3532 Hillsboro Ct, New Hope, Minn 55427 Effective 27 Nov

Ben Schilling, Apt 315, 24730 Roosevelt Ct, Farmington Hills

Mi 48018

The Canadian Postal Strike is over though they are now ready to work hard to get it through such that mail is very slow in getting in Canada etc. thus you are now warned.

77 Co Fall 1910

Just three powers left

Italy(Mueth) A Pie R Tyo
A tyo-Tri:

Russia(Vansteel) A Mos S
A Ukr: A Ukr S A Mos:

Germany(Clement) A StP-Mos:
A Liv & A War S A StP-Mos: A Gal
Ukr: A Tri-Bud: A Vie S A Tri-Bud:
F B ^{Al}-Den: F Nrg-Nth: F Nth-Lon
F Bel-Eng: A Yor-Liv: A Ruh-Bel
A Mun-Bur

France(Se hilling) A Bur
S English Ch-Bel: A Gas S A Bur:
A Pie S Turkish A A Apu-Ven:
F Eng-Bel: F T_n H: F Wes-Mid:
F Lyo-Wes:

Turkey(Dziurzynski) F Tyr H
F Ion-Alb: F Adr S A Ven-Tri:
A Ser S A Ven-Tri: A Apu-Ven:
A Bud S A Ven-Tri: A Ven-Tri:
A Rum S A Bud: A Bul S A Rum:
A Sev S Russssian A Mos: A Arm S
A Sev:

The underlined moves fail The
German A Tri is Dislodged
Supplies will be the top of
the next page

77Co supplies:

Fra Par,por,spa,mar,bre tun 6-1

Ger: mun, ber,kie,den,swe,nwy

edi,lon,liv,vie,hol,bel,mos,

war stp 15+1

Italy) 0 out

Russia 0 out

Tur: ank,smy,con,bul,rum,sev,

ser,gre,nap,rom,tri,bud,ven

13+2

Deadline for the winter and
spring moves will be in four
weeks 10 Dec at noon

XXXX supplies etc:

The Russian A War A Rum are both
dis and in retreat as is the
French A Bur

Aus: vie, tri,bud,ser,gre rum 6+1

Eng:lon,liv,edi,budnwy por 6+1

Fra: Ere,par spa 3-1

Ger:mun,kie,ber,hol,den,swe, war
7+1

Ita:rom,nap,ven,rum,mar 5+1

Rus:mos,sev,XXX, stp XXX 3-2

Tur: con,ank,smy bul 4 E

Deadline for the winter only
will be the 10th of dec at noon

News of games etc.

News from GDW. Coming out in the middle of november will be two new games. 1942 which will be a series 120 game and Mercenary which will be a game, or should I say a new supplement to Travlers. This should be a good one as it should be around a 100 pages long and filled with good things for Travlers. Then they will have coming out will be the system 7 series which will be cardboard things to use with Fire and steel. Thus if you are just getting in to the min ins don't have a lot of time or what have you then you can pull these out and play with them. I saw them before and they looked quite good. At Rockcon I played in a game by Greg Novack the writer of Gilford court house and Fire and Steel. These are man for man musket rules and they are really quite good. We had a real good battle at Rockcon and I thought that they game came off really well. He told me that they are getting these ready though it could be quite a while before they see the light of day. We had a real good battle and it only took about 3 hours or so and it was a lot of fun to play.

Metagaming has come out with a new game called black Hole this one is again in the realms of space. It looks good, but seeing that it just came in on Friday I haven't had a chance to look at this game yet. The cover etc reminds me of battlestar Gal. in the dark void, but like I say I haven't seen it well enough yet.

AS for new SPI I haven't seen hide nor hair of another that I placed with them in Sept, though they said it was finally shipped out on the 3 of Nov, I wonder what I will have in this shipment.

Wizard's aide is a rule booklet with charters backgrounds for D&D type games. It is an interesting book but not worth the \$6 on it.

Dungeoner desingers kit from Wee Warriors isn't too bad it is for the people that don't want figures etc and it can be used with mellee and other rules for dugeen fighting etc.

Hertiage has released the hobbit figures and they should see something to see there. I understand that they will be some of the best figures that they have every done and I'm looking forward to seeing them that is for sure. They have been doing so many new things that they have had trouble keeping other things in print like the Battleline games etc and I've got them ordered but I don't have many now, because of this

The new Dun geer zine is out but for some reason I did not get my standing order of this fine Zine. Judges Guild has taken over this zine and it will turn to glossy and be 8 1/2 X 11 and really be done up

BXXVI Winter 1901

Turkey B F Smy

Italy B F Nap

Austria B A Bud

France B F Bre A Par

England B A Lon

Russia A A War A StP

Chris Hasse will
still be playing
Germany in this game

77HD spring 1908 delayed:

Due to the fact that the standby
again missed as England, and
I feel that it is an important p
position in th s game I'm delaying
this game til next deadline:

I'm asking Eric Verhieden to take
over as England:

Italy Shields

F Rom F Tun

Russia Lariton

A Con F Sev F Nap

A sil Austria Reese

A mun aboh

A Mos aTyo

A Kie A Bul

F Den F Aeg

A Nwy F Ion

A Swe A M ar

F Stp NC F Spasc

A War A Gal

A Pru F Tri

England Verhieden

F Nwy F Nth F Mid

F Nrg

A Par

Deadline for the next moves will
be four weeks away

BXXIV Fall 1906

Delayed to strike

Postions

France Mc Manus

A Pie F Mid A Gas F Wes

F Spasc

Germany Davis

A Mos A Ukr A Gal A Vie

A Sil A Tyo F Bot

Turkey Richmond

A Arm F Bla A Ser F Gre

A Rum A Bul

Italy Becker

A Ven A Apu A Tus F Tun

F Ion F Rom

England Voight

F Nrg F Iri F Eng F Nth

F Den A Pie A Bel

Austria Loerick

A Tri A Bud in retreat

Seeing as I did not get any moves
from Voight I will ask Dave meuth
to please stand by for England
in this game. Deadline will be'
with the next issue/

I'll soon have white Dwarf as I have sent off to England for the rules and it should be a real good thing to have. Also I will have BiFrost, and the THE WARLORD GAME that is the Risk type of game from England and not the Robert Williams game that is in the USA.

Speaking of which that is temp out of print, Warlord from Robert Williams as they are reprinting it and the guy is sorta on the slow side right now. I will have more as soon as they are again back in print.

From Navwar out of England I will be getting ancient greek ships. and the Ren. Period and ACW types. I had these but they have sold so well that I'm temp out of them. With Bireme and Galley and LSW rules there are plenty of people that are getting into the hobby and when they buy ships they buy them.

Einewerk has come out with three bases the Heavy Missile the Missile and the the Radar station to fit in with their line of Space ships. Also they have come up with some new 1/24000 scale ships and Micro armour, some are really good and other good.

GJrenider have come out with the 15mm Ancients and from what I hear they are better than those old Minifigs on that they have had out so long.

Someone has also put out Space Marine figures and with luck we will be seeing those at Winter War.

THE NON Players Cahter is from Mar ian Metaks and is a good looking set of rules for taking the n etrauls and hiring out the hands of the DM, it is about 100 plus pages of rules etc etc. \$10.00' We also stock the Cannon Scenies for Micro Armour that run \$2.95 per pack. They are very good looking covering bunkers, fields works cottages, houses factory and ruins. all are well done and good.

Like I said last issue AH will have no new releases until Feb 79 after the Hobby show in St. Louis MO.

I have the legacy rules for role playing game, Warl ek as well as all Companies .

I'll soon have in the Desert Rats from England along with the War Gamer #6 with a game. I should have these game ready for the Winter Con in Detroit.

SG Formerly TSG games will be in stock in about one week They had some problems getting the game together and they now have them. I'll be having PanzerKrieg and Nap at Bay again .

Review.....The Sorcerer's Cave.....Philmar \$15.00

This is a game that is imported from England, and that is why the high price, and due to the dollar going up and down the price might vary from place to place. This game is somewhat like TSR Dungeon game though different with open play, as the cave changes with each game. This is a family game that uses from 1-4 players though I'm sure that you could use more than that was well.

What you get are four tokens which represent your party, though painted figures of your own could be used for this as well. A deck of 60 cave cards, that are laid out in a random ~~xxxxxx~~ manner, thus each game is different. Also given is a small deck which has various traps, treasures and monsters etc, and add the rules and you have what is in this box, which is very colorful.

The play of the game is like this, starting at the gate you have one of four ways to go, you choose what way you are going and then flip over a card. If it is a passage, then you place your marker in there, if it is a chamber you draw a card to see what you find in there. Depending on the level that you are on, you might run into more and different things. In a chamber you might find treasure, creatures, or hazards etc. Upon seeing unguarded treasure you can pick it up, creatures you can attack or test to see if they are friendly, and will join your party. What ever isn't picked etc is left in the chamber for the next party that will come in here. You can fight or try and make allies of any of things that you meet in this game thus you can increase your party, and carry out more treasure. If you die you can become zombies and try and kill off all the other parties before they get out.

Starting out a player must choose from the deck the people that will start in his party which could be as few as one or as many as possible. You have six points to start with, a super hero is a 6 and a Dwarf is a 1 this you could have 6 dwarfs 3 woman, 2 men etc until 6 is reached. Certain characters have powers of magic, or certain other things that make game.

There are some bad things about this game though. One there should be more decks both for the monsters and the cave itself. That is if you want a long game that can keep going! though the rules state that the game is over when you play the last one, well not over but rather there is no more cave. thus they have a playing time of 1-2 hours if you live. Also there are some rules that are not quite explained as well as one would like, such as zombies the Sorcerer, etc. Also a list of charts would have been very useful with this game. Though after a couple of plays it is easy enough to play with out referring to the game. Over all the price is high, though I understand why, but it is a good game.

:
:
:

Well folks I've got 4 people signed up for the next dippy game and I've got 2 people signed up for Mich Dippy the cosy for these games will be a sub and \$3 fee of which \$2 will be returned.

The shiold game is shaping up eal well and it will get satrted after the new year. I'm holding off until then so that we can have a good chance of going before I get too busy again.

The lastest issue of Campagin Zine is in and it is a good issue. There are many good article in this zine that are well worth reading Also you have Don's look at OLRing-etc.

Also avaible from him is Desin ing Wargames with articles etc from some of the top designers through out the wargame field. This cost is \$5 and it is very interesting look at the insides of the gamers that becaome desagners and what you hav e to look for and do when m aking your game.

Well that is about all that I hav e to say right now and I don't have man y except thanks to the readers of this zine as your support is always needed and to my wife for putting u; with this for 8 years now.

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